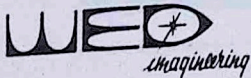


SNOW WHITE'S ADVENTURE

PROJECT DESCRIPTION

SCOPE LEVEL I

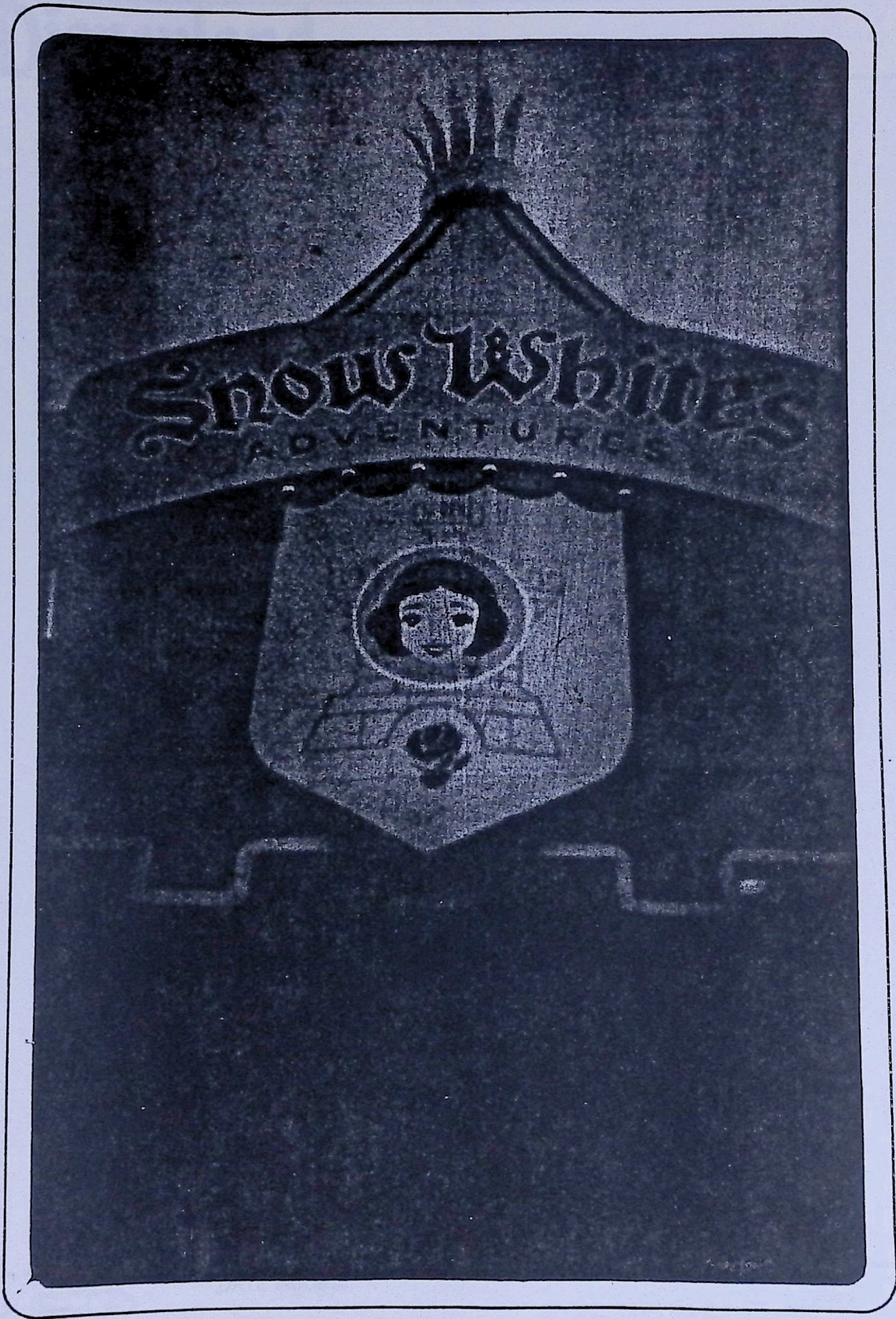


DATE ISSUED: 04/10/81

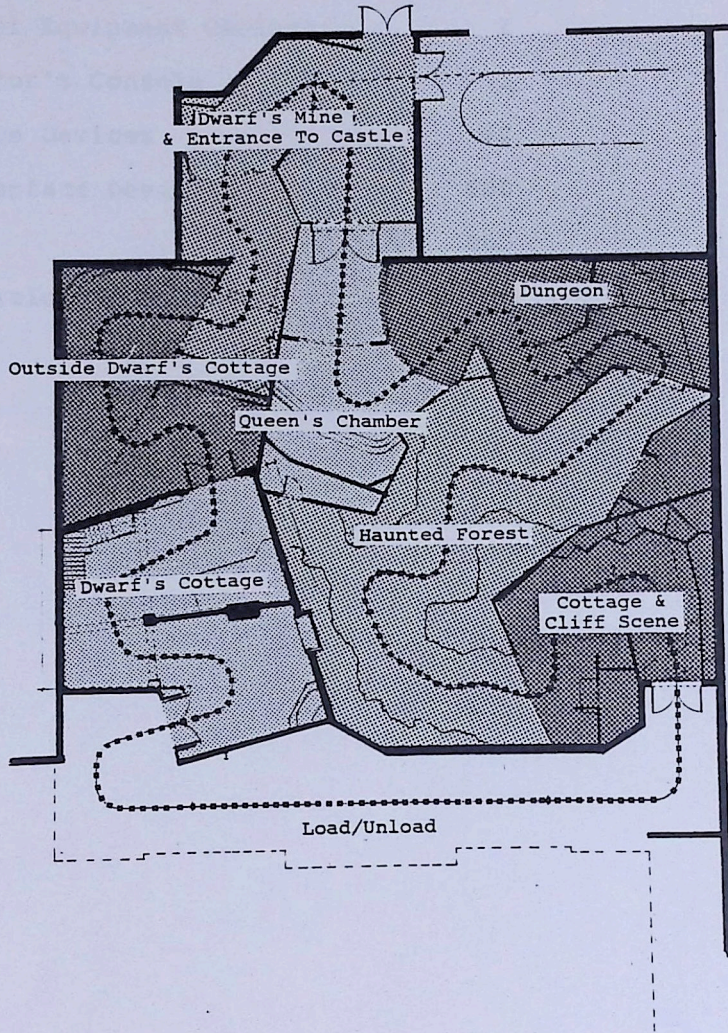
DATE REVISED: 06/10/81

SCOPE  
LEVEL

I



## SNOW WHITE TRACK PLAN



## RIDE CONTROL EQUIPMENT LIST - SNOW WHITE'S ADVENTURES

<u>DESCRIPTION</u>	<u>QUANTITY</u>
Ride Control Equipment Cabinet	2
Ride Operator's Console	1
Surveillance Devices	40
Unique Interface Devices	TBD
Cabling	TBD
Power Conditioning Devices	TBD

## RIDE MECHANICAL EQUIPMENT LIST - SNOW WHITE'S ADVENTURES

DESCRIPTIONQUANTITYShow Track  
Storage Track570 Linear Feet  
42 Linear Feet

612 Total Linear Feet

Storage Entry Switch  
Storage Exit Switch1  
1

Vehicles

14 (Including 2 Spares)  
Vehicles are the same as Pinocchio with the  
exception of surface development.



# Disneyland

WORK COPY

PROPOSED NEW FANTASYLAND

SD

## SHOW DESCRIPTION

PROJECT NAME Snow White's Adventures  
PROJECT LOCATION Snow White Dark Ride Building  
Show -  
PROJECT ACCOUNT NUMBER Ride -  
CORPORATE SPONSER Walt Disney Productions

## OPERATIONAL CHARACTERISTICS

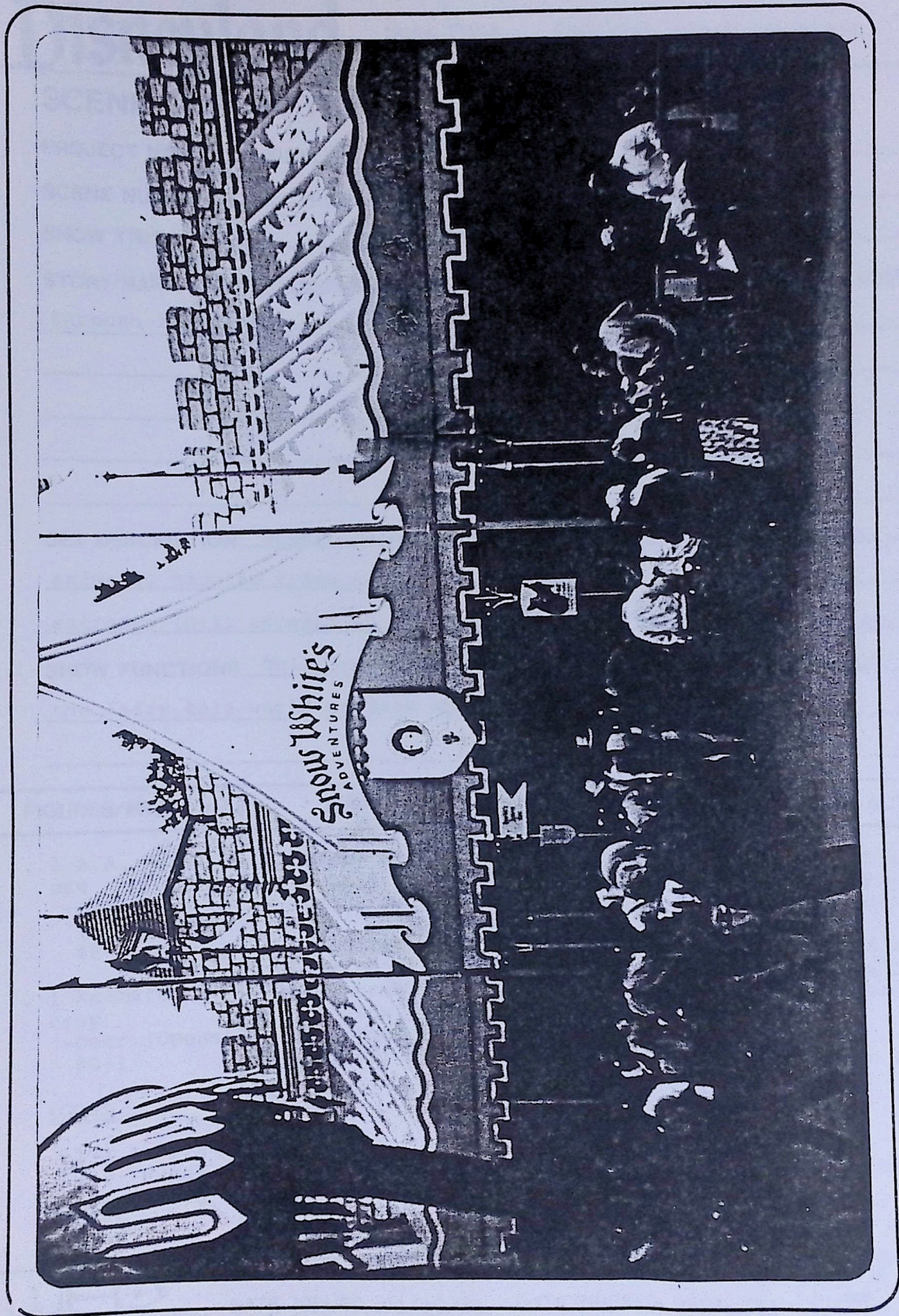
DESCRIPTION OF ATTRACTION Guests take a trip through scenes depicting the classic fairy tale "Snow White and the Seven Dwarfs."

THEORETICAL HOURLY CAPACITY 1,028 TYPE OF LOAD/UNLOAD Unload - Jog  
OPERATIONAL STANDARD CAPACITY \_\_\_\_\_ Load  
THEATER SEATING CAPACITY N/A LOAD TIME \_\_\_\_\_ UNLOAD TIME \_\_\_\_\_  
SEATING PER VEHICLE 4 Persons JOG TIME \_\_\_\_\_ READY TIME \_\_\_\_\_  
12 Plus  
NUMBER OF VEHICLES 3 Spares RIDE/SHOW TRIP TIME 02:22  
VEHICLE ASCENT- MAX \_\_\_\_\_ MIN \_\_\_\_\_ RIDE/SHOW CYCLE TIME 02:53  
570 Ft. (Show)  
VEHICLE DESCENT-MAX \_\_\_\_\_ MIN \_\_\_\_\_ TRACK LENGTH 612 Ft. (Total)  
DISPATCH INTERVAL 00:14  
AVERAGE RIDE SPEED + 4 Feet Per Second  
NUMBER OF PERSONNEL REQUIRED TO OPERATE FACILITY PER SHIFT MIN 1 MAX 3

## DESIGN/CONSTRUCTION CHARACTERISTICS

QUEUING AREA \_\_\_\_\_ PRE-SHOW AREA \_\_\_\_\_  
SQUARE FEET (SQUARE METERS) SQUARE FEET (SQUARE METERS)  
MAIN SHOW AREA \_\_\_\_\_ POST SHOW AREA \_\_\_\_\_  
OFFICE AREA \_\_\_\_\_ SERVICE AREA \_\_\_\_\_  
OVERALL FACILITY DIMENSION/SIZE \_\_\_\_\_ 9,646  
NUMBER OF A.A. FIGURES 48 NUMBER OF STATIC FIGURES 25  
NUMBER OF ANIMATED PROPS 40 NUMBER OF STATIC PROPS \_\_\_\_\_  
SPECIAL REQUIREMENTS Show Action Equipment - 1 Turntable, 2 Wheels

DATE ISSUED 04/10/81DATE REVISED 06/10/81SCOPE  
LEVEL I





# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 1 Load/Unload Area And Facade

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: Guests board their vehicles and begin their journey through the adventures of Snow White and the Seven Dwarfs.

SET DESCRIPTION Scenic painting - a mural of Snow White, dwarfs, animals, haunted trees and witch, and thatched huts. The ride entrance (D-1) appears as the main gate to a castle.

SHOW FUNCTIONS This scene prepares Guests for a journey through the fairy tale world of Snow White and the Seven Dwarfs.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> <li>. 1 A.A. Figure -Queen (At Door) #F-1</li> <li>. 1 Animated Prop -Door (Opens) #D-1</li> <li>. <u>TOTAL</u> -1 A.A. Figure, Human -1 Animated Prop</li> </ul>	<ul style="list-style-type: none"> <li>. Safety Spiel In Load/Unload Area</li> <li>. Music Track In Wishing Well Area (In Light Adjustment Chamber)</li> </ul>	<ul style="list-style-type: none"> <li>. Cool white fluorescent lighting is utilized on the facade and mural.</li> <li>. Recessed incandescent downlights are utilized in the Load/Unload Area.</li> <li>. For a complete index of light- (Continued)</li> </ul>	<ul style="list-style-type: none"> <li>. Vehicles load and dispatch and travel through a light adjustment chamber toward door D-1.</li> <li>. Vehicles move smoothly.</li> </ul>



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 1 Load/Unload Area And Facade

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

---

---

---

---

---

SET DESCRIPTION \_\_\_\_\_

---

---

SHOW FUNCTIONS \_\_\_\_\_

---

---

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
		(Continued) ing and effects equipment con- sult coordina- tion's lists.	



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I



# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 2 Queen's Chamber/Transformation

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: Guests see themselves in a mirror just before they observe the Queen transform into a witch as she looks into her "Magic Mirror."

SET DESCRIPTION Set pieces depict stone block walls, platform and throne of the Queen's castle chamber.

SHOW FUNCTIONS This scene introduces Guests to the theme of this well known fairy tale.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> <li>. 2 A.A. Figures                             <ul style="list-style-type: none"> <li>-Raven On Throne #FA-1</li> <li>-Witch Looking In Mirror #F-2</li> </ul> </li> <li>. 3 Animated Props                             <ul style="list-style-type: none"> <li>-Torch #AP-1</li> <li>-Torch (Continued)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>. One Track - Raven Sounds</li> <li>. One Track - Witch Vocal "Mirror, mirror on the wall..."</li> </ul>	<ul style="list-style-type: none"> <li>. This scene utilizes black-light illumination.</li> <li>. Torch Light Effects - Flicker Units</li> </ul>	<ul style="list-style-type: none"> <li>. Vehicles move smoothly through this scene.</li> </ul>



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 2 (Continued) Queen's Chamber/Transformation

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

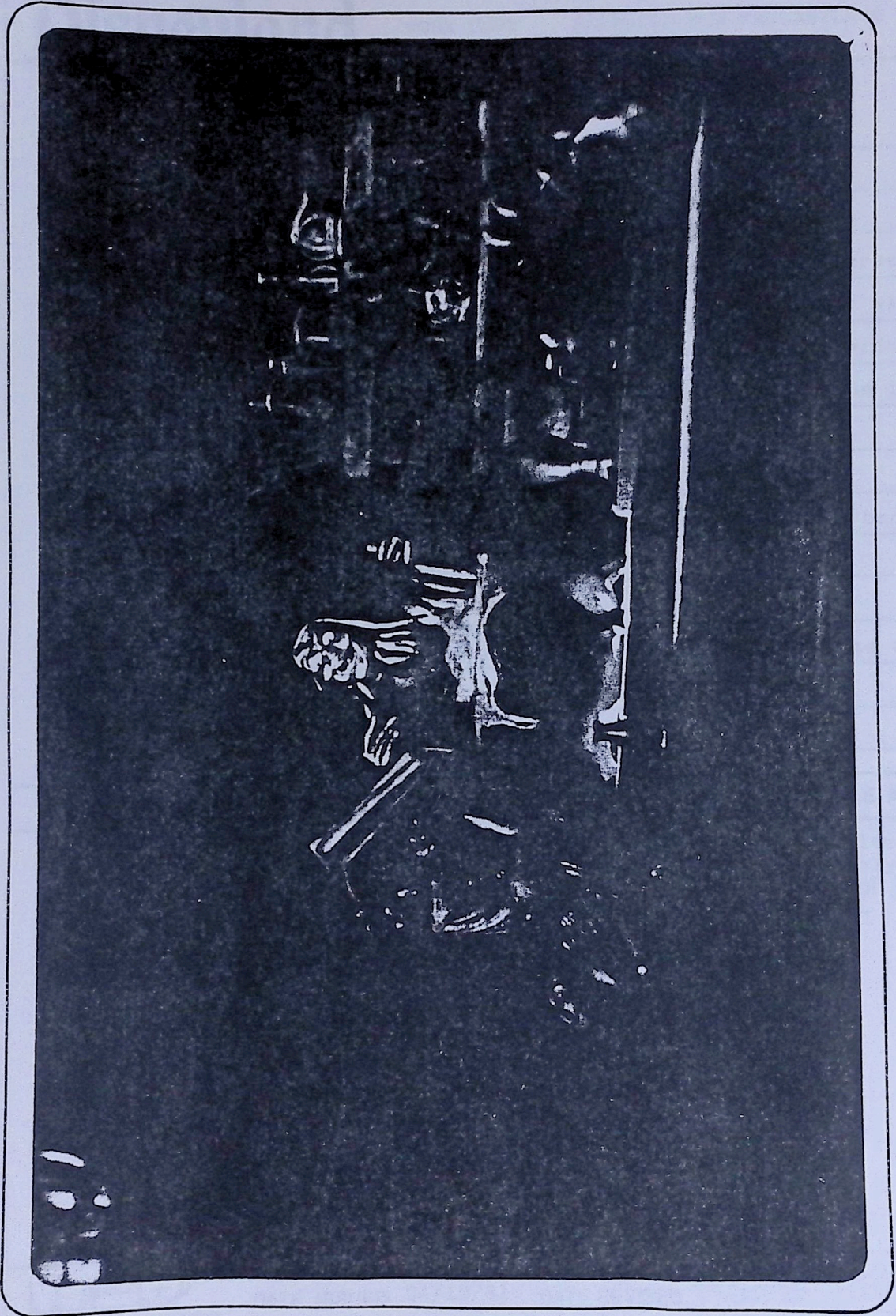
FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<p>(Continued) #AP-2 -Door (Opens) #D-1</p> <p>. <u>TOTAL</u></p> <p>-1 A.A. Figure, Human -1 A.A. Figure, Animal -3 Animated Props</p>			



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I



# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 3 Dungeon

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: The scene becomes more ominous as Guests observe the remains of those who have previously fallen into disfavor with the Queen/witch. Beyond the dungeon they see the witch preparing poisoned apples in her cauldron, attending to the instructions in a ghoulish cookbook.

SET DESCRIPTION Set pieces depict stone block dungeon cells, bars on windows, and chains hanging from walls.

SHOW FUNCTIONS This scene brings the adventures of Snow White to life.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> <li>. 3 A.A. Figures                             <ul style="list-style-type: none"> <li>-Skeleton Hanging Over Pit #F-7</li> <li>-Witch #F-8</li> <li>-Raven On Skull #FA-2</li> </ul> </li> <li>. 3 Static Figures                             <ul style="list-style-type: none"> <li>-Skeleton Chained To (Continued)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>. Two Vocal Tracks - Skeletons: "Go back..."</li> <li>. One Track - Witch Vocal</li> <li>. One Track - Door Crash</li> </ul>	<ul style="list-style-type: none"> <li>. This scene utilizes black-light illumination.</li> <li>. Torch Light Effects - Flicker Units</li> <li>. Steam Effects (Cauldron) - Flicker Units</li> </ul>	<ul style="list-style-type: none"> <li>. Vehicles move smoothly through this scene.</li> </ul>



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 3 (Continued) Dungeon

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) Wall - Static #F-4 -Skeleton In Cell Window - Static #F-5 -Skeleton Lying In Cell - Static #F-6  . 5 Animated (Continued)			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I



# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 3 (Continued) Dungeon

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<p>(Continued) Props -Wall Torch (Medium) #AP-3 -Demon Head Fountain #AP-4 -Wall Skull Torch #AP-5 -Cauldron #AP-6 -Wall Torch (Large) (Continued)</p>			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's AdventureSCENE NUMBER 3 (Continued) Dungeon

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_SET DESCRIPTION \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_SHOW FUNCTIONS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) #AP-7  • <u>TOTAL</u>  -2 A.A. Figures, Human -1 A.A. Figure, Animal -3 Static Figures, Human -5 Animated Props			



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I



# Disneyland

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 4 Frightening Forest

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: As Guests follow the route that Snow White took through the forest they encounter frightening creatures which seem to be under the witch's spell. The witch is seen again - in a boat with a basket of poisoned apples. As the travelers near the cottage entrance the forest seems to lose much of its ominous appearance.

SET DESCRIPTION The scene changes from stone block walls to gnarled trees laden with moss - a swamp-like area. Scenic painting on floors simulates muddy water and debris.

SHOW FUNCTIONS This scene brings the adventures of Snow White to life.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> <li>. 1 A.A. Figure -Witch In Boat #F-9</li> <li>. 10 Animated Props -Crocodile/Log #AP-8</li> <li>-Crocodile/Log #AP-9</li> <li>-Eyes (Bats) #AP-10 (Continued)</li> </ul>	<ul style="list-style-type: none"> <li>. One Track - Witch Vocal</li> <li>. One Track - Swamp Background Sounds</li> <li>. One Track - Crocodile Sounds</li> <li>. One Track - Haunted Trees Sounds</li> <li>. One Track - (Continued)</li> </ul>	<ul style="list-style-type: none"> <li>. This scene utilizes black-light illumination.</li> <li>. Haunted trees' movements are track-switch operated.</li> <li>. Crocodile logs' movements are track-switch operated.</li> </ul>	<ul style="list-style-type: none"> <li>. Vehicles move smoothly through this scene.</li> </ul>



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 4 (Continued) Frightening Forest

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -Eyes (Bats) #AP-11 -Eyes (Bats) #AP-12 -Haunted Tree #AP-13 -Haunted Tree #AP-14 -Haunted Tree #AP-15 -Haunted Tree #AP-16 -Door (Opens) #D-3  (Continued)	(Continued) Moaning Ef- fects		



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 4 (Continued) Frightening Forest

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued)  <u>TOTAL</u>  -1 A.A. Figure, Human -10 Animated Props			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I



# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: Guests finally reach the safety of the dwarfs' cottage, where the rooms are alive with forest animals and the music of the seven dwarfs. Grumpy can be seen playing an organ whose "pipes" are actually forest creatures.

SET DESCRIPTION Set pieces depict the interior of the cottage: kitchen, fireplace with kettle, windows, staircase leading to bedroom door, and living room.

SHOW FUNCTIONS This scene brings the adventures of Snow White to life.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> <li>. 13 A.A. Figures</li> <li>-Bird With Clothesline #FA-3</li> <li>-Bird With Clothesline #FA-4</li> <li>-Squirrel On Chair Holding Pants #FA-13</li> <li>-Bird On Dresser Holding Sock #FA-15</li> <li>(Continued)</li> </ul>	<ul style="list-style-type: none"> <li>. One Track - Kitchen Racket</li> <li>. One Track - Dwarf Vocal: "There she is..."</li> <li>. Undetermined Number Of Music Tracks</li> </ul>	<ul style="list-style-type: none"> <li>. This scene utilized black-light illuminations.</li> </ul>	<ul style="list-style-type: none"> <li>. Vehicles move smoothly through this scene.</li> </ul>



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I



# Disneyland

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 (Continued) Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -Rabbit On Stairs #FA-16 -Squirrel On Stairs #FA-18 -Turtle #FA-19 -Dopey/Sneezy #F-11 -Sleepy #F-12 -Grumpy #F-13 -Happy (Continued)			



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 (Continued) Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<p>(Continued) #F-14 -Bashful #F-15 -Doc #F-16</p> <p>. 11 Static Figures -Bird On Window #FA-5 -Squirrel In Window #FA-6 -Rabbit In (Continued)</p>			



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 (Continued) Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) Window #FA-7 -Quail #FA-8 -Bird In Window #FA-9 -Deer In Window #FA-10 -Bird In Cup #FA-11 -Chipmunk On Sink (Continued)			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 (Continued) Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -#FA-12 -Bird On Counter #FA-14 -Chipmunk On Stairs #FA-17 -Snow White #F-10  14 Animated Props -Candle With Holder #AP-17 (Continued)			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 (Continued) Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -Clothesline #AP-18 -Fireplace #AP-19 -Water Pump #AP-20 -Candle With Holder #AP-21 -Candle With Holder #AP-22 -Cuckoo Clock #AP-23 -Candle With (Continued)			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 (Continued) Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) Holder #AP-24 -Candle With Holder #AP-25 -Candle With Holder #AP-26 Organ #AP-27 -Candle With Holder #AP-28 -Lantern #AP-29 (Continued)			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 (Continued) Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<p>(Continued) -Door (Opens) #D-4</p> <p><u>TOTALS</u></p> <p>-6 A.A. Figures, Human -7 A.A. Figures, Animals -1 Static Figure, Human -10 Static Figures, Animals (Continued)</p>			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 5 (Continued) Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -14 Animated Props			

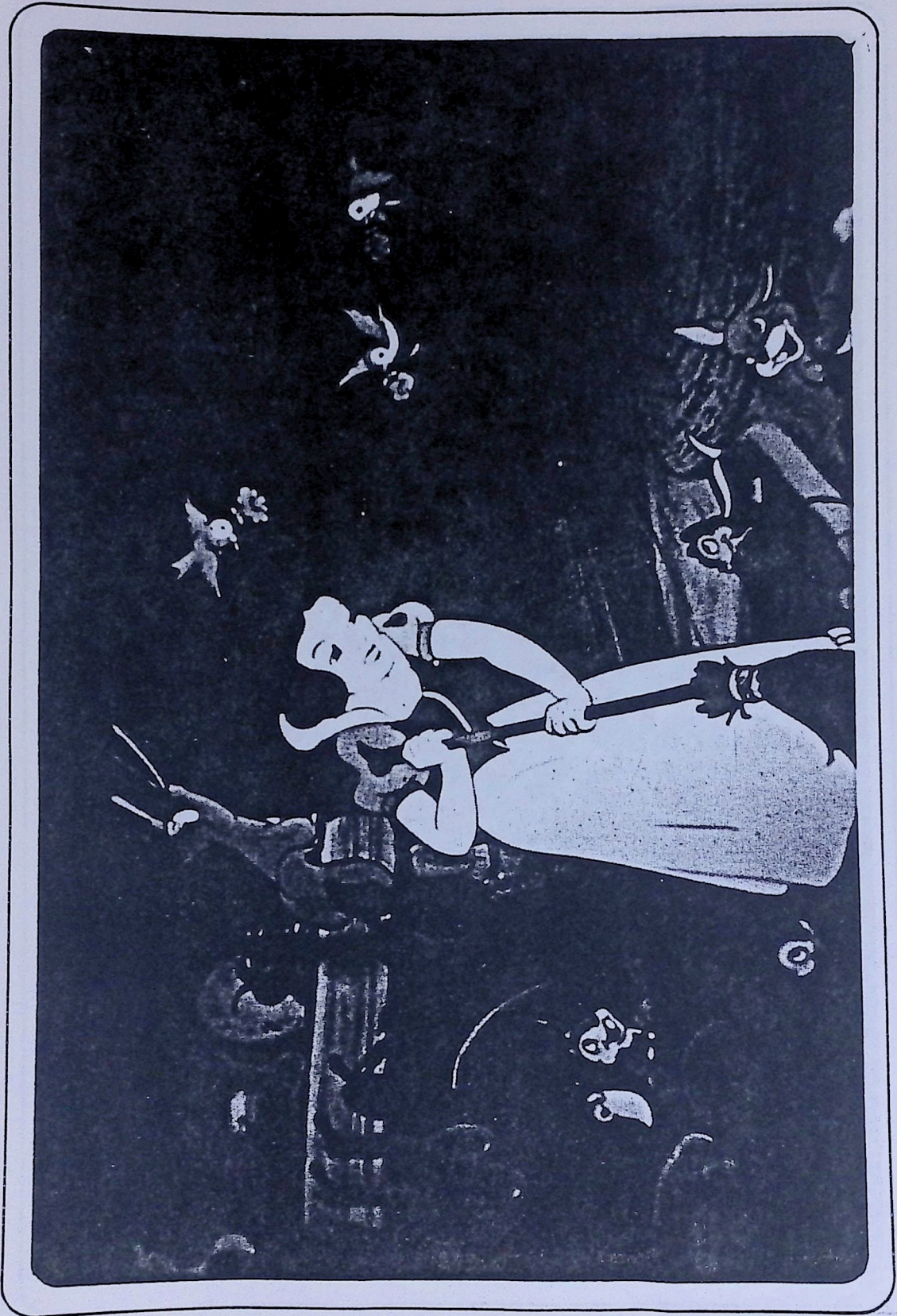


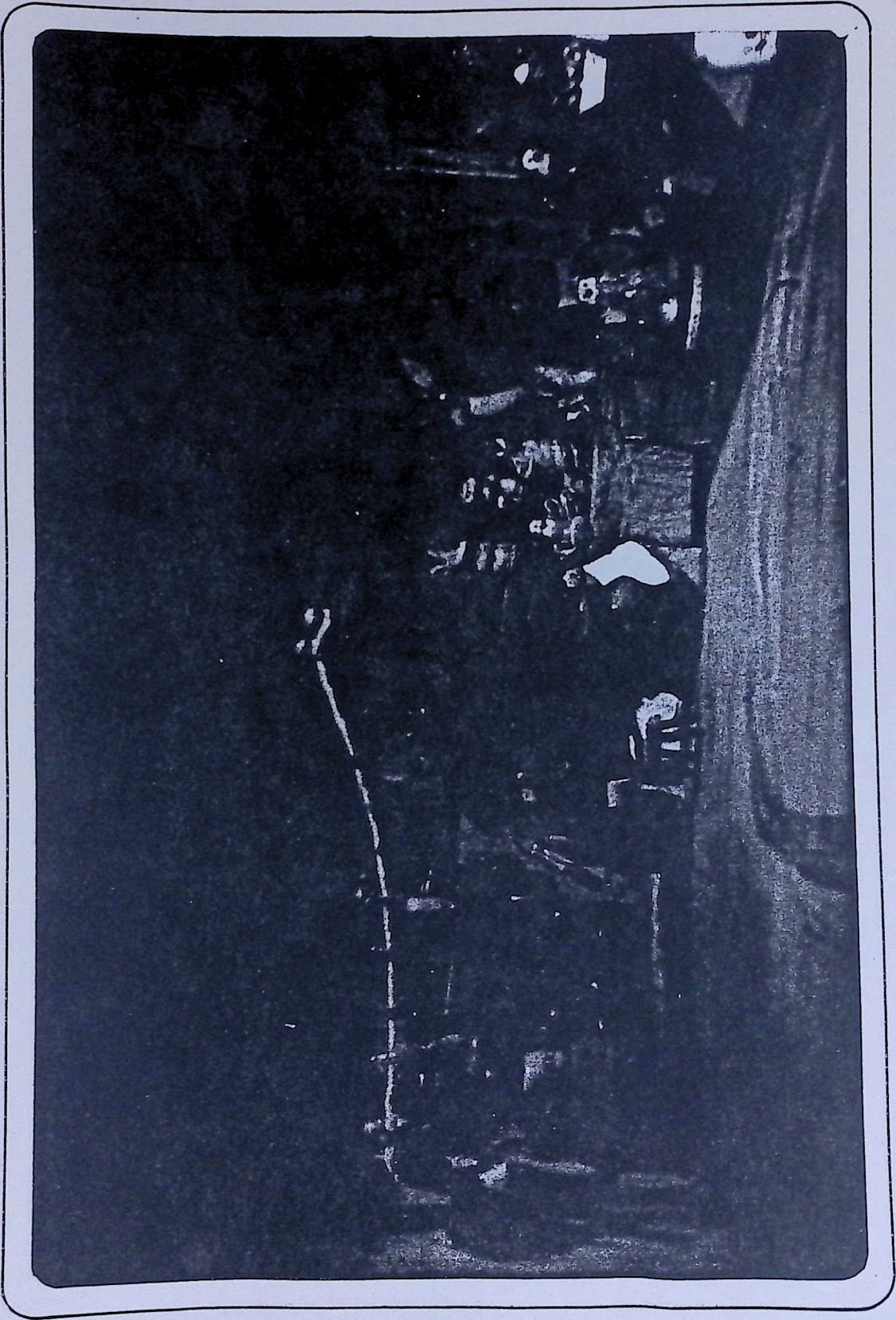
DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I









# Disneyland

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 6 Outside Dwarfs' Cottage

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: As the Guests leave the warmth of the dwarfs' cottage heading for the mine, they once again encounter the evil witch and some of her helpers.

SET DESCRIPTION Scenic backings and painted shapes and flats simulate trees and forest vegetation.

SHOW FUNCTIONS This scene brings the adventures of Snow White to life.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> <li>. No A.A. Figures</li> <li>. 2 Static Figures                             <ul style="list-style-type: none"> <li>-Witch #F-17</li> <li>-Raven #FA-20</li> </ul> </li> <li>. <u>TOTAL</u> <ul style="list-style-type: none"> <li>-1 Static Figure, Human</li> <li>-1 Static Figure, Animal</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>. One Track - Witch Vocal</li> </ul>	<ul style="list-style-type: none"> <li>. This scene utilizes black-light illumination.</li> </ul>	<ul style="list-style-type: none"> <li>. Vehicles move smoothly through this scene.</li> </ul>



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 7 Dwarfs' Mine

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: Inside the dwarfs' mine Guests experience what seems to be a cave-in, narrowly escaping teetering timbers, a runaway ore cart, and an endless mine shaft tunnel. On their way toward the cliff, they are offered a poisoned apple by the witch at the cottage door.

SET DESCRIPTION The set pieces depict the dirt walls and rough-hewn timber supports of a mine shaft.

SHOW FUNCTIONS This scene brings the adventures of Snow White to life.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> <li>. 2 A.A. Figures                             <ul style="list-style-type: none"> <li>-Vulture #FA-21</li> <li>-Vulture #FA-22</li> </ul> </li> <li>. 1 Static Figure                             <ul style="list-style-type: none"> <li>-Witch #F-18</li> </ul> </li> <li>. 8 Animated Props                             <ul style="list-style-type: none"> <li>-Teetering Beam (Continued)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>. One Track - Moaning Wind Sounds</li> <li>. One Track - Explosion Sounds</li> <li>. One Track - Runaway Ore Cart Sounds</li> <li>. One Track - "Jewel Tinkle" Background (Continued)</li> </ul>	<ul style="list-style-type: none"> <li>. This scene utilizes black-light illumination.</li> <li>. Endless mine shaft is an architecturally forced perspective.</li> <li>. Beam movements are track-switched operated.</li> </ul> <p>(Continued)</p>	<ul style="list-style-type: none"> <li>. Vehicles move smoothly through this scene.</li> </ul>



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 7 (Continued) Dwarfs' Mine

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) #AP-30 -Teetering Beam #AP-31 -Teetering Beam #AP-32 -Teetering Beam #AP-33 -Teetering Beam #AP-34 -Post #AP-35 (Continued)	(Continued) Sounds • One Track - Witch Vocal: "See the apple..." (Beyond The Mine).	(Continued) • The cottage door movements are track-switched operated.	



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 7 (Continued) Dwarfs' Mine

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) -Railroad Ore Cart #AP-36 -Cottage Door #AP-37  • <u>TOTAL</u>  -2 A.A. Figures, Animal -1 Static Figure, Human -8 Animated Props			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I





# Disneyland<sup>®</sup>

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 8 Cliff Scene

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: After the witch's attempt to lure the travelers to their destruction with a poisoned apple has failed, she tries a last ditch effort by prying a boulder off a cliff. As the dwarfs struggle to stop her, the Guests are able to escape.

SET DESCRIPTION Scenic painting behind the witch and dwarfs simulate the skyline of a mountain cliff.

SHOW FUNCTIONS This scene is the travelers' final escape from the wicked witch, and their return to the real world.

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<ul style="list-style-type: none"> <li>. 2 A.A. Figures                             <ul style="list-style-type: none"> <li>-Dopey #F-19</li> <li>-Witch With Rock #F-26</li> </ul> </li> <li>. 6 Static Figures                             <ul style="list-style-type: none"> <li>-Happy #F-20</li> <li>-Sleepy #F-21</li> <li>-Grumpy #F-22</li> </ul> </li> <li>(Continued)</li> </ul>	<ul style="list-style-type: none"> <li>. One Track - Witch Vocal: "Goodbye, dearie..."</li> <li>. One Track - Breaking Glass Sounds (Door Crash)</li> <li>Safety Spiel In Load/Un-load Area</li> </ul>	<ul style="list-style-type: none"> <li>. This scene utilizes black-light illumination.</li> <li>. Candle And Lantern Light Effects - Flicker Units</li> </ul>	<ul style="list-style-type: none"> <li>. Vehicles move smoothly through this scene to the unload position.</li> </ul>



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 8 (Continued) Cliff Scene

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

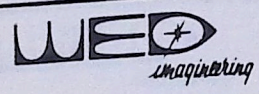
\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
<p>(Continued)</p> <ul style="list-style-type: none"> <li>-Sneezy #F-23</li> <li>-Bashful #F-24</li> <li>-Doc #F-25</li> </ul> <p>• 4 Animated Props</p> <ul style="list-style-type: none"> <li>-Candle With Holder (w/19) #AP-38</li> <li>-Candle With Holder (Continued)</li> </ul>			



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

SDB

## SCENE DESCRIPTION

PROJECT NAME Snow White's Adventure

SCENE NUMBER 8 (Continued) Cliff Scene

SHOW TIME \_\_\_\_\_ TRACK LENGTH \_\_\_\_\_

STORY/NARRATION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

SET DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

SHOW FUNCTIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

FIGURES/PROPS	AUDIO	PROJECTION/LIGHTING EFFECTS	VEHICLE ACTION
(Continued) (w/25) #AP-39 -Door (Opens) #D-5 -Door (Opens) #D-6  <u>TOTAL</u>  -2 A.A. Figures, Human -6 Static Figures, Human -4 Animated Props			



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland

WORK COPY

PROPOSED NEW FANTASYLAND

## FIGURE ANIMATION LIST - SNOW WHITE

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #1 - LOAD/UNLOAD AREA				
F-01	Queen			
SCENE #2 - QUEEN'S CHAMBER				
FA-1	Raven On Throne			Static
F-02	Queen/Witch		-S1	Body Turn 180° (Track Switch)
F-03	Queen (In Mirror)			Static
SCENE #3 - DUNGEON				
F-04	Skeleton (Chained To Wall)			Static
F-05	Skeleton (In Cell Window)			Static
F-06	Skeleton (Lying In Cell)			Static
F-07	Skeleton (Hanging Over Pit On Rope)		-S1	Rope Twist (Constant)
FA-2	Raven On Skull		D-62	Wing Flip (Track Switch)
F-08	Witch		A-24	Body Turn
			-5	Right Arm Forward (Track Switch)



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## FIGURE ANIMATION LIST

- SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE # 4 - FRIGHTENING FOREST				
F-09	Witch In Boat		SP-1	Witch In Static Boat Slides Toward Audience
SCENE #5 - DWARFS' COTTAGE				
FA-3	Bird		D-61 -62	Body Back Wing Flip
FA-4	Bird		D-61 -62	Body Back Wing Flip
FA-5	Bird (On Window)			Static
FA-6	Squirrel (In Window)			Static
FA-7	Rabbit (In Window)			Static
FA-8	Quail (In Window)			Static
FA-9	Bird (In Window)			Static
FA-10	Deer (In Window)			Static
FA-11	Bird (In Cup)			Static
FA-12	Chipmunk (On Sink)			Static



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## FIGURE ANIMATION LIST - SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #5 - DWARFS' COTTAGE (Continued)				
FA-13	Squirrel (On Chair Holding Pants)		-3	Head Turn
			-5,9	Arms Forward
			-53	Tail Wag Constant
FA-14	Bird (On Counter)			Static
FA-15	Bird (On Dresser Holding Sock)		-62	Wing Flip
FA-16	Rabbit (On Stairs)		-S1	Ears Rotate (Constant)
FA-17	Chipmunk (On Stairs)			Static
FA-18	Squirrel (On Stairs)		-53	Tail Flip (Constant)
FA-19	Turtle		-S1	Head Sidesway
			-53	Tail Wag (Constant)
FA-10	Snow White			Static
F-11	Dopey/Sneezy		-4	Dopey's Head Tilt
			-23	Both Bodies Foresway
			-25	Both Bodies Sidesway
			-S1	Dopey's Left And Right Ears
F-12	Sleepy With Violin		-8	Elbow Bend (Constant)



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## FIGURE ANIMATION LIST

- SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #5 - DWARFS' COTTAGE (Continued)				
F-13	Grumpy At Organ		-3	Head Turn
			-5	Right Arm Forward
			-9	Left Arm Forward (Constant)
F-14	Happy With Bass Fiddle		-12	Left Elbow Bend Or Arm Swing
			-23	Body Sidesway (Constant)
F-15	Bashful (With Concertina)		-23	Body Sidesway (Constant)
			-7,9	Left And Right Arm Swing (Or Arms In And Out)
F-16	Doc (With Mandolin)		-8	Right Elbow Bend
			-23	Body Sidesway
	NOTE: Figures F-14, 15, & 16 have body sidesway linked together.			
SCENE #6 - OUTSIDE DWARFS' COTTAGE				
F-17	Witch			Static
FA-20	Raven			Static



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE  
LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## FIGURE ANIMATION LIST

- SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #7 - DWARFS' MINE				
FA-21	Vulture #1 (Entrance)		-3	Head Turn (Follows Vehicle, Track Switch)
FA-22	Vulture #2 (Entrance)		-3	Head Turn (Follows Vehicle, Track Switch)
F-18	Witch (Exit)			Static
SCENE #8 - CLIFF SCENE				
F-19	Dopey With Candle		-14	Right Wrist Forward And Back (Constant)
F-20	Happy			Static
F-21	Sleepy			Static
F-22	Grumpy			Static
F-23	Sneezy			Static
F-24	Bashful			Static
F-25	Doc (With Lantern)			Static



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I



# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## FIGURE ANIMATION LIST

- SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
SCENE #8 - CLIFF SCENE (Continued)				
F-26	Witch With Rock		-25 -S1 -S2	Body Forward Elbows (Free Movement) Rock Tip (Track Switch, All Movements Linked Together)



DATE ISSUED

04/10/81

DATE REVISED

06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## FIGURE SPECIFICATIONS - SNOW WHITE'S ADVENTURES

<u>SCENE</u>	<u>FIG. NO.</u>	<u>DESCRIPTION</u>	<u>HEAD I.D.NO.</u>	<u>BODY I.D.NO.</u>	<u>ARM I.D.NO.</u>	<u>LEG I.D.NO.</u>	<u>HANDS I.D.NO.</u>
#1 - Facade	F-01	Queen	SWH-3	SWH-3			
#2 - Queen's Chamber	FA-1	Raven On Throne		SWH-8			
	F-02	Queen/Witch	SWH-3	SWH-3			
	F-03	Queen (In Mirror)					
#3 - Dungeon	F-04	Skeleton					
	F-05	Skeleton					
	F-06	Skeleton					
	F-07	Skeleton					
	FA-2	Raven On Skull		SWH-8			
#4 - Fright- ening Forest	F-08	Witch	SWH-3	SWH-9			
	F-09	Witch (In Boat)	SWH-3	SWH-9			
#5 - Dwarfs' Cottage	FA-3	Bird		SWH-37			
	FA-4	Bird		SWH-37			
	FA-5	Bird (On Window)		SWH-38			
	FA-7	Rabbit (In Window)		MM-36			



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE  
LEVEL

I

FIGURE SPECIFICATIONS - SNOW WHITE'S ADVENTURES (Continued)

SCENE	FIG. NO.	DESCRIPTION	HEAD	BODY	ARM	LEG	HANDS
			I.D.NO.	I.D.NO.	I.D.NO.	I.D.NO.	I.D.NO.
#5 - Dwarfs' Cottage (Con- tinued)	FA-8	Quail (In Window)		MM-33			
	FA-9	Bird (In Window)		SWH-38			
	FA-10	Deer (In Window)		MM-32			
	FA-11	Bird (In Cup)		SWH-38			
	FA-12	Chipmunk (On Sink)		SWH-39			
	FA-13	Squirrel (On Chair)		SWH-40			
	FA-14	Bird (On Counter)		SWH-38			
	FA-15	Bird (On Dresser)		SWH-37			
	FA-16	Rabbit (On Stairs)		SWH-40			
	FA-17	Chipmunk (On Stairs)		SWH-39			
	FA-18	Squirrel (On Stairs)		MM-40			
	FA-19	Turtle		SWH-41			
	F-10	Snow White		SWH-42			
	F-11	Dopey/Sneezy	SWH-43	MM-48/ MM-49			
F-12	Sleepy		MM-45				
F-13	Grumpy		MM-43				
F-14	Happy		MM-44				



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE  
LEVEL

I

FIGURE SPECIFICATIONS - SNOW WHITE'S ADVENTURES (Continued)

SCENE	FIG. NO.	DESCRIPTION	HEAD I.D.NO.	BODY I.D.NO.	ARM I.D.NO.	LEG I.D.NO.	HANDS I.D.NO.
#5 - Dwarfs' Cottage (Continued)	F-15	Bashful		MM-47			
	F-16	Doc		MM-46			
#6 - Outside Cottage	F-17	Witch					
	FA-20	Raven		SWH-45			
#7 - Dwarfs' Mine	FA-21	Vulture #1		SWH-36			
	FA-22	Vulture #2		SWH-36			
	F-18	Witch (At Exit)	SWH-3	SWH-9			
#8 - Cliff Scene	F-19	Dopey		SWH-27			
	F-20	Happy		SWH-28			
	F-21	Sleepy		SWH-29			
	F-22	Grumpy		SWH-30			
	F-23	Sneezy		SWH-31			
	F-24	Bashful		SWH-32			
	F-25	Doc		SWH-33			
	F-26	Witch With Rock	SWH-3	SWH-9			

NOTE: On some of the Figures in this attraction the wardrobe is sculpted on and painted.



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE LEVEL

I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## PROP ANIMATION LIST

- SNOW WHITE

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
AREA #2 - QUEEN'S CHAMBER				
AP-1	Wall Torch			Flicker Unit
AP-3	Wall Torch			Flicker Unit
AREA #3 - DUNGEON				
AP-3	Wall Torch			Flicker
AP-4	Demon Head Fountain			Dripping Water
AP-5	Wall Skull Torch			Flicker Unit
AP-6	Cauldron			Steam Effects Flicker Unit
AP-7	Wall Torch			Flicker Unit
AREA #4 - FRIGHTENING FOREST				
AP-8	Crocodile Log	*	D-1	Mouth Opens (Track Switch)
AP-9	Crocodile Log	*	D-1	Mouth Opens (Track Switch)
AP-10	Bats			Rotate (Constant)
AP-11	Bats			Rotate (Constant)



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## PROP ANIMATION LIST

- SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
AREA #4 - FRIGHTENING FOREST (Continued)				
AP-12	Bats			Rotate (Constant)
AP-13	Haunted Tree	*	D-S1	Leans Forward
		*	D-S2	Branches Drop (Track Switch)
AP-14	Haunted Tree	*	D-S2	Branches Drop (Track Switch)
AP-15	Haunted Tree	*	D-S1	Leans Forward
		*	D-S2	Branches Drop (Track Switch)
AP-16	Haunted Tree	*	D-S2	Branches Drop (Track Switch)
AREA #5 - DWARFS' COTTAGE				
AP-17	Candle With Holder			Flicker Unit
AP-18	Clothesline			For Figure FA-3 And FA-4
AP-19	Fireplace			Fire Effects Or Flicker Unit Kettle Lid Animates
AP-20	Water Pump	*		Handle Raises And Lowers (Motor Constant) Water Flows
AP-21	Candle With Holder			Flicker Unit



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

## PROP ANIMATION LIST

- SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
AREA #5 - DWARFS' COTTAGE (Continued)				
AP-22	Candle With Holder			Flicker Unit
AP-23	Cuckoo Clock	*		Pendulum Swings (Motor Constant)
		*	D-S1	Frog Slides In And Out (Track Switched)
AP-24	Candle With Holder			For Figure F-10 Flicker Unit
AP-25	Candle With Holder			Flicker Unit
AP-26	Candle With Holder			Flicker Unit
AP-27	Dwarfs' Organ			For Figure F-13
MM-1	Frog	*	D-S1	Mouth
MM-2	Fish	*	D-S2	Mouth
MM-3	Bear	*	D-S3	Mouth
MM-4	Owl #1	*	D-S4	Mouth
MM-5	Rabbit	*	D-S5	Feet
MM-6	Turtle	*	D-S6	Head Up
MM-7	Fox	*	D-S7	Mouth



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## PROP ANIMATION LIST

- SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
AREA #5 - DWARFS' COTTAGE (Continued)				
MM-8	Bird	*	D-S8	Wings
MM-9	Raccoon			Static
MM-10	Mouse	*	D-S9	Ears And Mouth
MM-11	Duck	*	D-S10	Mouth
MM-12	Beaver	*	D-S11	Tail
MM-13	Squirrel	*	D-S12	Nut Opens
MM-13	Owl #2	*	D-S13	Mouth
MM-14	Egg	*	D-S14	Egg Opens
MM-15	Egg Bird	*	D-S15	Egg Opens
		*	D-S16	Body Raises
AP-28	Candle With Holder			Flicker Unit
AP-29	Lantern			Flicker Unit
AREA #7 - DWARFS' MINE				
AP-30	Timber	*		Moves Back And Forth (Track Switch) (Motor)



DATE ISSUED 04/10/81 DATE REVISED 06/10/81

SCOPE LEVEL I



# Disneyland.

WORK COPY

PROPOSED NEW FANTASYLAND

## PROP ANIMATION LIST

- SNOW WHITE (Continued)

FIG. NO.	DESCRIPTION	REV.	FUNCTION NO.	ANIMATION
AREA #7 - DWARFS' MINE (Continued)				
AP-31	Timber	*		Moves Back And Forth (Track Switch) (Motor)
AP-32	Timber	*		Slides Side To Side (Track Switch) (Motor)
AP-33	Timber	*		Slides Side To Side (Track Switch) (Motor)
AP-34	Timber	*		Slides Side To Side (Track Switch) (Motor)
AP-35	Post	*		Wobbles (Track Switch) Motor
AP-36	Ore Cart	*		Rolls Toward Guest (Track Switch) Motor
AREA #8 - CLIFF SCENE				
AP-37	Cottage Door			Opens And Closes (Track Switch)
AP-38	Candle With Holder			For Figure F-19 Flicker Unit
AP-39	Lantern			For Figure F-25 Flicker Unit
* AP-40	Curtains			Opens And Closes To Reveal Queen In Castle Window Track Switched



DATE ISSUED 04/10/81

DATE REVISED 06/10/81

SCOPE LEVEL I

# Disneyland.

WORK COPY

PROPOSED NEW FANTASYLAND

## FIGURE PROPS - SNOW WHITE'S ADVENTURE

<u>FURNISHED FIG. NO.</u>	<u>FIGURE</u>	<u>PROP DESCRIPTION</u>	<u>BY</u>	<u>SCENE/AREA</u>
F-8	Witch	Apple	MAPO	#3 - Dungeon
FA-2	Raven On Skull	Skull	MAPO	
F-9	Witch	Row Boat	Show Production	#4 - Frightening Forest  Assembled - Ready For Painting
FA-11	Bird (In Cup)	Cup	MAPO	#5 - Dwarfs' Cottage
F-18	Witch	Apple	MAPO	#7 - Dwarfs' Mine
F-26	Witch	Rock And Stick	MAPO	#8 - Cliff Scene



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE  
LEVEL

I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## SHOW ACTION EQUIPMENT - SNOW WHITE

SA-1 Turntable

S-1 Rotates 180°  
(Track Switch)

SA-2 Wheel

S-1 Rotates (Continuous)

SA-2 Wheel

S-1 Rotates (Continuous)



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE  
LEVEL

I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## SHOW EQUIPMENT LIST - SNOW WHITE

<u>DESCRIPTION</u>	<u>QTY.</u>	<u>RESPONSIBILITY</u>
Animation Breakout Box	2	
Monitor Breakout	2	
Sound Breakout Box	5	
Show Start-Up Panel	1	
Intercom P. S.	1	
Show Start-Up Cage	1	
Show Start-Up P. S.	1	
Pre Amp	1	
Audio Monitor	1	
Audio Cables	TBD	
Speakers	TBD	
SMACS Cabinet	1	
Card Cage	5	
Show Equipment Cables	TBD	
Memory Card	5	
Control Card	5	
Power Supply Card	5	
Monitor Interface Card	1	
Fan Kooltronic	1	
Dimmer Cabinet	1	
Flicker Cabinet	1	
Work Light Control Panel	1	



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE  
LEVEL

I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## SCENIC DROP/BACKING SPECIFICATIONS - SNOW WHITE'S ADVENTURE

<u>AREA/SCENE</u>	<u>DESCRIPTION</u>	<u>SIZE SQUARE FEET</u>	<u>MATERIAL</u>	<u>FLAME- PROOF REQD.</u>
#1 - Facade	Scenic Painting And Sets	1279		
	Applied Scenic Backing	3440	Muslin	No
#2 - Queen's Chamber	Scenic Painting And Sets	737		
#3 - Dungeon	Scenic Painting And Sets	632		
#4 - Frighten- ing Forest	Scenic Painting And Sets	1736		
#5 - Dwarfs' Cottage	Scenic Painting And Sets	952		
#7 - Dwarfs' Mine	Scenic Painting And Sets	480		
#3 - Cliff Scene	Scenic Painting And Sets	710		



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE  
LEVEL

I

# Disneyland®

WORK COPY

PROPOSED NEW FANTASYLAND

## LIGHTING EQUIPMENT - SNOW WHITE'S ADVENTURE

<u>DESCRIPTION</u>	<u>QTY.</u>	<u>RESPONSIBILITY</u>
150W Downlight	9	WED Lighting
150W Reflector Flood	3	WED Lighting
300W Reflector Flood	18	WED Lighting
300W Spot	3	WED Lighting
15W Fluorescent	2	WED Lighting
(2) 40W UV Fluorescent	12	WED Lighting
100W UV Spot	21	WED Lighting
150W UV Flood	3	WED Lighting
250W UV Flood	20	WED Lighting
15W UV Fluorescent	8	WED Lighting
20W RE Lamp	9	WED Lighting
8W UV Fluorescent	6	WED Lighting
200W Strobe	8	WED Lighting
8W Fluorescent	2	WED Lighting



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE  
LEVEL

I

## SPECIAL EFFECTS/PROJECTOR LIST - SNOW WHITE'S ADVENTURE

<u>DESCRIPTION</u>	<u>QTY.</u>	<u>RESPONSIBILITY</u>
Smoke Effect	1	MAPO
Mirror Drum	1	Studio
10 x 10 Projector	1	Studio
10 x 10 Projector Base	1	Studio



DATE ISSUED: 04/10/81

DATE REVISED: 06/10/81

SCOPE  
LEVEL

I